ALIENS ate my BABYSITTER!

ID SOFTWARE INc.

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The Story So Far...

Billy Blaze, eight year-old genius, working diligently in his backyard clubhouse has created an interstellar starship from old soup cans, rubber cement, and plastic tubing. While his folks are out on the town and the baby sitter has fallen asleep, Billy travels into his backyard workshop, dons his brother's football helmet, and transforms into...

COMMANDER KEEN -- Defender of the Universe!

In this episode, Billy is out in his clubhouse, busily working on his handy new ComputerWrist wrist computer. He hears Molly, his baby sitter, calling him to supper but he keeps on working. He hears a strange noise in the backyard and decides to investigate. On a patch of scorched grass he finds a note:

Keen--

     Thanks for dinner.

          --The Bloogs of Fribbulus Xax

P.S. Next time get one with more meat, please.

He puzzles over this for a moment, then notices the baby sitter has stopped calling. Suddenly, he realizes that aliens are having her over for supper - and when they say "for supper" they mean *FOR SUPPER*"! If he doesn't save her, his parents will be furious. They'll never believe that "Aliens Ate My Baby Sitter!"

"This is a job for Commander Keen!" he declares. Once again, he dons his brother's football helmet, hops into the trusty Bean-with-Bacon Megarocket and starts the launch sequence for Fribbulus Xax. He's got to save Molly from becoming a snack for creatures from another planet!

It's great arcade action and hilarious fun in the latest episode in the Commander Keen saga!

Installation

All the game files must be on the same disk for the game to run. The installation utility will automatically place all of the necessary files on the floppy or hard drive of your choice. If your system is not equipped with a hard drive or a second floppy with a capacity of 720K or higher, contact our technical support department for assistance. (The phone number is in the front of the manual.)

To install Commander Keen, follow these steps:

① put disk #1 in the drive

② select the drive A: [↵] or B: [↵]

③ type INSTALL [↵]

To start the game:

type KEEN6 [↵]

PROBLEMS?

If you run Commander Keen and get an "Out of Memory" window, there are a few things you can do.

REMOVE TSR (Resident) PROGRAMS If you change your AUTOEXEC.BAT not to load TSRs, they won't take up the memory that Commander Keen needs to run. We recommend temporarily renaming your AUTOEXEC.BAT to AUTO, and re-booting your computer.

LOAD DOS HIGH If you have at least a 286 and some extended memory, plus DOS 5.0, you can load DOS into high memory. Simply put "DOS=HIGH" in your CONFIG.SYS file.

OTHER IDEAS Keen will use upper memory blocks and EMS if available. (So if you have an EMS card or a 386 computer, then check your system manual for more information.)

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Playing Commander Keen

After you watch the introductory title sequence, press a key to enter the ComputerWrist Main Menu. From here you can start a new game, Load or Save a game, Configure the game for your system, Play Paddle War, or Quit (but you wouldn't want to do that, now would you?)

You can move up and down the menus with the arrow keys. To choose the currently highlighted selection, press [↵]. To get out of any menu, press [Esc]. Pressing [Esc] in the game will take you back out to the ComputerWrist Main Menu. {Esc} always gets you back out, [↵] always gets you further in.

Let's look at each of the menu options one at a time.

NEW GAME

The first time you play, this is the option you'll want. It allows you to choose Easy, Medium, or Hard modes. Easy Mode is appropriate for younger children and non-gamers. Normal Mode is designed for most game players. Hard Mode is for those people who want a real challenge. The modes differ in the number of monsters you will face, and the number of shots you get for each Neural Stunner you collect. And in Easy mode, you fall a little bit slower so there is more time to react.

As the game starts, you'll see Commander Keen has landed on Fribbulus Xax, and has left his ship. There are many places to explore, and you can do this by moving him using the arrow keys. When he's near a city or complex, you can enter it by pressing [space].

LOAD GAME

This allows you to load a previously saved game. If you were in the middle of a game, you will be asked to confirm your choice.

SAVE GAME

Commander Keen allows up to six different saved games. You get to name each one, so instead of saving "5", you can save "Below Guard Post Two". Just move the cursor to an empty spot (or an old game you don't mind writing over) and enter your description.

CONFIGURE MENU

This menu allows you to configure the program to act the way you prefer. You have six choices in the Configure menu:

SOUND EFFECTS You can choose No Sound Effects, PC Speaker sound effects, or AdLib/Sound Blaster sound effects (if your system is so equipped).

MUSIC If your system is equipped with an Adlib or Sound Blaster or equivalent sound card, you'll be able to enjoy the excellent original music track composed especially for Commander Keen.

The addition of an inexpensive sound card makes a substantial enhancement to the enjoyment of this and many other games. In addition to the eight original songs composed for "Aliens Ate My Baby Sitter", you will enjoy much enhanced sound effects, and will be able to control their volume.

You can obtain a music card from the place where you purchased the game or directly from FormGen. (see the enclosed order form)

SCORE BOX You can choose whether or not to have a score box on the screen at all times. It can cover some of the play area, but it can be handier than pressing ⏎ to see the Status Window. Also, if you have a slower system, it is better to have the score box off.

SVGA COMPATIBILITY With some VGA cards, you will need to turn SVGA Compatibility on, or the screen will have an awful flickering checkerboard on the screen. These cards are not 100% hardware compatible with the IBM VGA standard.

TWO-BUTTON FIRING In the original Commander Keen trilogy, you fired by pressing both buttons at once. If you prefer that to pressing $\boxed{\text{space}}$ to fire, then choose Two-Button Firing.

USE KEYBOARD If you want to use the keyboard, you can choose this option. You can redefine the keys used for movement and action buttons.

USE JOYSTICK 1 OR 2 If you have a joystick, you can use it to play Commander Keen. You will have to go through a short joystick calibration, then you're ready to go!

The current control mode is always shown at the bottom of the Configure Menu window.

RETURN TO DEMO/GAME

If you aren't currently playing a game, this option will be "Return to Demo". If chosen, you will see the title sequence and some game demos.

If you are playing a game, this option will be "Return to Game". You can probably figure out what this does.

END GAME

If you are in a game, this will end it.

PLAY PADDLE WAR

This is a simple game Commander Keen put on the ComputerWrist for entertainment on those long interstellar flights. Use the arrow keys to move the paddle back and forth. A game ends at 21 points.

QUIT

This quits the program.

Playing the Game

Now we'll cover all the actions you can do in the game (the keys mentioned are the defaults). Commander Keen can:

RUN LEFT/RIGHT Use the left and right arrow keys to move.

JUMP Press [Ctrl] to make Keen jump. (This is Button 1 in joystick control.)

POGO Press [Alt] to use your pogo stick. You can jump higher with it, but it is harder to control. Press [Alt] again to stop using it. (This is button 2 in joystick control.)

SHOOT Press [space] (or [Ctrl] and [Alt] if you chose Two-Button Firing) to fire your Neural Stunner. It will fire in the direction you are facing.

ENTER If you are standing in front of a doorway, pressing the [↑] arrow will enter the door.

CLIMB POLE Press [↑] or [↓] when in front of a pole to get on it and shinny up or slide down the pole. If you press [→] or [←], you will swing around to face that side. You can get off the pole quickly by pressing [Ctrl].

GRAB ONTO EDGE You can jump and grab onto the edge of a surface. Press [↑] or the direction toward the surface you want to be upon ([←] or [→]) to pull yourself up. If you push [↓] or the arrow away from that surface, you'll fall down.

FLIP SWITCH The switches on Fribbulus Xax are rather large, so you must jump up into them, or down on top of them.

LOOK UP/LOOK DOWN Press and hold [↑] or [↓] to see more of the level in that direction. This is *very* helpful when you don't think there is anything to jump onto. Some hidden things might be revealed by looking up or down.

DROP DOWN If you are on a platform or narrow floor, you can drop down by holding [↓] and pressing the jump key [Ctrl].

OPEN DOOR Doors need gem-shaped crystals to be placed in their gem holders. To place the gem in the holder, just get the gem and walk up to it.

To finish a level, you will need to either leave the level by the Exit sign (if there is one), or find the important object in the level. For instance, the First Dome of Darkness contains something that you need to climb the cliff.

BOSS KEY You can make the game screen disappear instantly by pressing [F9]. Press [Esc] to get back to the game.

Tons of bonus items and secret rooms are hidden in the game. Explore the levels thoroughly!

Advanced Moves

There are some moves that can get you to those "impossible-to-get-to" places. Here they are:

IMPOSSIBLE POGO TRICK If you run left or right, then quickly press Pogo [Alt] and Jump [Ctrl] in succession, you blast off at an angle. This move may be nearly impossible if you use two-button firing.

MID-AIR POGO You can pull out your pogo stick in the middle of a normal jump, giving you good control for that first jump.

SHOOT DOWN You can jump over a monster and shoot it from above by pressing [↓] and fire [space]. You can also shoot upward or while climbing poles.

FAST POLE CLIMBING You can climb poles faster by holding up [↑], and pressing jump [Ctrl] repeatedly. It may take some practice, but it's worth it.

COOL JUMPS In many places you will see a big arc of candy. These are usually set up so you can get them in one jump. There is one on the first hill of the first level: try to pogo through all the ice cream bars there, while simultaneously jumping over the Bloog.

Prized Items

	Bloog Soda	100 points
	Ice Cream Bar	200 points
	Pudding	500 points
	Root Beer Float	1000 points
	Banana Split	2000 points
	Pizza Slice	5000 points

There are little creatures called Vivas that live on Fribbulus Xax.
Collect 100 Vivas and you get an extra Keen! And if you find a
Queen Viva, she's worth an extra Keen all by herself!

Other Items

Stunner

These are used to stun the dangerous creatures of Fribbulus Xax. They only have a limited number of shots, so be sure to collect them wherever you can.

Gems

These are used to open doors found in various places on Fribbulus Xax. To open a door, just carry the gem to the appropriate gem holder in the vicinity of the door. Keen knows all about the gems and will put them in the holder.

Hazard

These signs mark the most hazardous areas of Fribbulus Xax. Traveling the hazard areas is not necessary to complete the game, but will let you rack up extra points and add hours of challenge and enjoyment to the game.
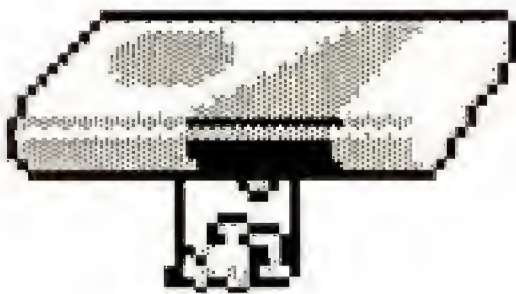
Platform

Platforms are a major convenience - even a necessity on Fribbulus Xax. In most places they are used to transport you over dangerous obstacles, or to places out of reach. Many of the platforms (or "plats" as the locals call them) are still the old style which are operated by Bips.

There are other items you will need to find to get to all the places on Fribbulus Xax. Try and find them!

Cast of Characters

Fribbulus Xax is teeming with life. Here's a visitor's guide to the wildlife:

BLOOG

The Bloogs stole your baby sitter. These one-eyed green carnivores are driven by their hunger across the galaxy.

BIP

Bips are the cogs in the Bloog's machine. They run platforms, they patrol areas in their Bipships, and generally cause havoc. They will fight for anyone, but they happened to hook up with the Bloogs.

BABOBBA

This little red fellow is a baby Bobba. Babobbas are not quite as tough as full-grown Bobbas.
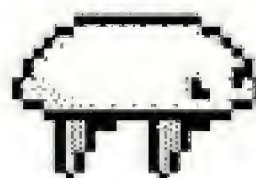
BLORB

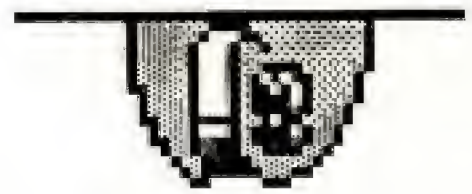These red gelatin-like beings are deadly but slow. They bounce around and make you nervous.

GIK

This hard-shelled customer's worst points are its points! Its legs are spikes, so it will flip and try to poke you.

CEILICK

These purple beings hide in holes in the ceiling and will try to get you with their forked tongues.

BLOOGLET

Baby Bloogs come in four colors: red, yellow, green, and blue. They aren't very dangerous, and they might even prove helpful sometime....

BLOOGUARD

These burly Bloogs have big clubs to bonk their enemies. Even if they miss, their clubs shake the ground so violently you might get knocked out!

FLECT

These yellow fellows have big teeth, but their bite isn't the problem! Watch where you shoot when these guys are around.

BOBBA

Bobbas are nasty indestructible beings that hop and fire deadly energy bolts from their eyes.

VIVA

These are probably the most common form of life on Fribbulus Xax. Vivas have a wonderful quality -- touching them improves your health. In fact, for every 100 you come into contact with,

you'll gain a another life. Watch carefully for Queen Vivas --
touching one will give you another life all by itself.

MOLLY

This is the object of your quest. The
Bloogs are holding Molly for dinner.

NOSPIKE

These blue fellows walk around until they
find something to charge at. But even
charging, their favorite pastime, will bore
them after a bit. Watch out for their
fearsome horn!

ORBATRIX

These big blue eyeballs will bounce and
spin at you! Be careful -- they float and follow you.

FLEEX

The Fleex are amongst the finest engineers
in the universe, having designed all of the
buildings and devices on Fribbulus Xax.
Unfortunately, the Bloogs built them,
devastating the sleek and elegant designs.

The Fleex have very sensitive eyes (a
natural consequence of spending a lifetime in a basement lab), so
sensitive that they have to wear dark shades when they're out in
the light (making them nearly blind). To compensate, they've
developed an oversized ear which allows them to hear other
creatures as they move around.
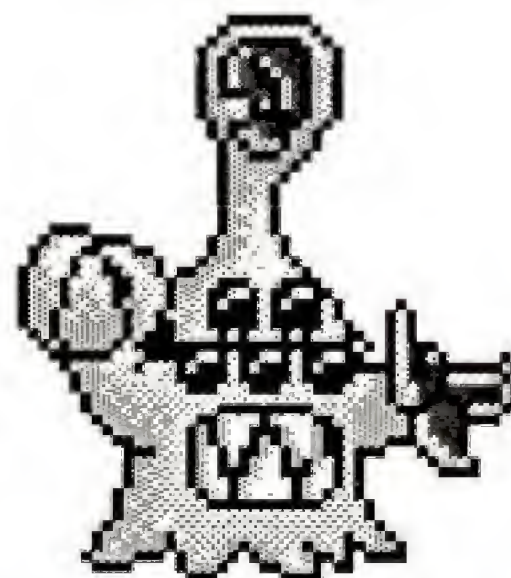
About Id Software

Id Software is a small group of talented programmers, artists and musicians. The goal of the group is to provide cutting edge games, both in software technology and design.

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